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Subject: Re: C&C Castle Progress  
Posted by [Veyrdite](#) on Sun, 26 Apr 2009 06:21:02 GMT  
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Di3HardNL wrote on Thu, 23 April 2009 19:15  
Gman?

BTW, to pose the characters do you have to import the models and export them using a different skeleton W3D file?

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